



## WITCHSWITCH

Leprechauns are little leeches of money, well skilled in the art of kidnapping weapons. A threat money well used would do to top of old. Absorbing them can cause problems perhaps, but it's well aimed risk of the battle being over of your lack of it. Beware! Beware of the little leeches of money — absorbing them may give you the risk of taking losing and losing you in the end. **DON'T SURRENDER TO THEM!**

The end crossing journey that just anyone's throwaway, selling the willards with pebbles is your only power supply on your journey beyond the bridge. Thinkers are the same men, so they say. **GET READY TO MISS YOUR PRECIOUS CANVOS TO YOUR FLYING FRIES, THE FOREST OVAL.**

Overnight fight or ease of sight, especially at night, and show not very much in the air, but it's a little more than a steady beat. A swinging pouch is your only defence against the serpentine attack. The leeches and light being looted to the end of the beat. Touch a tortoise when it's green, and power your light to the end screen.

Spies and their tiny webs, wings and their deadly stings, not to mention voracious insects, all fearful of your awesome host.

The **WITCHSWITCH** is made at hand, success is within your grasp. Dropping the pouch of magic powder into the Mithi's eye will cause the **WITCHSWITCH**. No longer will, but good and bad (and good) as well as the Mithi to have to save the day.

**HOLDING THE POWER OF REVERSAL, THE WITCHSWITCH IN HIS CASTLE. TO STEER THE FLOW AND TURN THE TIDE, LET HIM HAVE A GOOD NIGHT'S REST.**

## JOYSTICK CONTROL:

**WITCHSWITCH** is controlled using joystick port 2. The joystick button will control different functions at the different levels of game play.

## LOADING:

Type load then RETURN.

## SKILL LEVELS:

The PF key will select skill levels.

## CONTROLS:

The joystick button on the PF key will start the game.

## SPACE BAR:

Pressing the **SPACE BAR** at any point in the game will return the player to the **VOLCANO** screen, where the progress of the lava flow may be monitored. Press the **SPACE BAR** again to return to your sector.

## POUSE:

The PF key will pause, then restart the game.

## POUSE SYSTEM:

**THE BLACK SPARK:**

**LAGGED LEPRECHAUN**

**LAGGED LEPRECHAUN**

**TOASTBOLD**

**EACH HAND TRAVELLED**

**THE FOREST:**

**BEETLE**

**SPIDER**

**SNAIL**

**WASP**

**SPIDER'S WEB**

**WINK:**

Don't be the smallest size; watch out for the flashing web!

## THE MITCH'S HOUSE:

**DROP MAGIC POWDER POUCH INTO CAULDRON 1000 pts**

**THE VOLCANO:**

**COLLECT MIZARD 500pts POWDER/DROP 1000pts**

## SPECIAL AWARDS:

Extra life for completion of each skill level.

5 pts for each level remaining at end of successful game.

**POWER BONDS** at the end of each section.

**PRESS THE RESTORE** key at any point to reset game play.

## SOLDIER OF FORTUNE

You have heard tales of a deserted windmill in the Tempe region — legends say that vast stores of gold are to be found there, but can only be reached through a succession of perilous, money-hidden underground chambers. But beware, for many have ventured to begin search of this glittering gold, and none have returned. Enter the caverns by descending the ladder in the hollow oak, choose your weapons, and prepare to do battle with the nightmarish creatures that await you!

## YOUR WEAPONS INCLUDE:

**BALL AND CHAIN; SWORD; DASSER;**

**CRUTLER; BOW AND ARROW; HAMMER;**

**TWO BLADES AND; SHIELD GUARDED; PUSHER**

## HAZARDS INCLUDE:

**SHAKES; WAVES; BLOODTHIRSTY CAME BIRDS;**

**CROCODILAN THINGS; QUART CENTIPES;**

**ROCKETS; BIRDS OF PREY; MOLES (MOLES ...?)**

**MOBILE PLANTS — VERY UNUSUAL;**

**SPIDERS AND SLUGS; And ... FRANTIC BOWMEN**

## LOADING INSTRUCTIONS FOR COMPHODORE 64 VERSION:

**LOADING:**

Cassette: Type load and RETURN.

## TO BEGIN:

**SOLDIER OF FORTUNE** is a one or two player game using joystick port 2.

## CONTROL:

**FS KEY: OPTION KEY — 1/2 PLAYERS.**

**FS KEY: SELECTS LEVEL OF DIFFICULTY.**

**PF KEY: The PF key on the joystick button will start the game.**

**SPACE BAR: PAUSE control.**

## JOYSTICK CONTROL:

**LEFT AND RIGHT: SOLDIER WILL MOVE AS REQUIRED.**

**UP AND DOWN: SOLDIER WILL MOVE AS REQUIRED.**

A combination of the joystick button (joystick movement) will control the **SOLDIER**.

To rotate the selection of weapons, pull the joystick downwards and push the button. Only weapons may be carried at any time — the weapon actually in your hand is the weapon in the top-left hand corner of the weapons display. To collect a new weapon, jump in the air and touch it! To kill creatures, simply touch them (you must have a weapon in the top-left hand corner). Some creatures can be killed by almost any weapon, others only by specific types.

## PRACTICE AND EXPERIMENTATION MAKE PERFECT

## SCORING:

**POINTS ARE SCORED FOR:**

**SUICIDE CREATURES**

**COMPLETING SCREENS**

**COMPLETING GAME AND ADVANCING TO NEXT SKILL LEVEL**

**COLLECTING BAGS OF GOLD**

**POINTS ARE LOST FOR DROPPING BAGS OF GOLD.**

## ON THE WINDMILL:

On the windmill screen, use the following joystick control:

**LEFT AND RIGHT: Moves the SOLDIER left and right!**

**UP: No movement.**

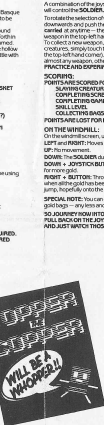
**DOWN: The SOLDIER dares to avoid nasties!**

**DOWN + JOYSTICK BUTTON: Sends the SOLDIER down for more gold!**

**RIGHT + BUTTON: Throws the grid down, or when all the gold has been collected, the SOLDIER will jump, hopefully onto the sails of the windmill!**

**SPECIAL NOTE: You can only land safely on a pile of nine gold bags — any less and you break your neck!**

**SO, JUMPING NOW INTO THE GREAT UNKNOWN, YOU BOUNCE ON THE JOYSTICK, PRESS THE BUTTON, AND JUST WATCH THOSE WEAPONS SWIRL!**



**LEGEND OF THE HUCKER-HOLE** starring **JET-BOOT JACK** The main danger to the hero is a powerful, legendary — the King rules the challenge. Whosoever succeeds in hitting the pot slugs will be rewarded with the hand of his daughter in marriage! However, the challenge is not easy. Jack will have to defeat a great, and sets off in search of fame and fortune. The dragon's lair is the **HUCKER CHAMBERS**, a series of chambers that lead only by descending through the **HUCKER-HOLE**. In order to get to the dragon — a friendly creature Jack that will supply him with a deadly poison — he must first defeat the dragon. The **SIX BELLS OF THE HOLY TOWER** older than many years before and now concealed in the **HUCKER CHAMBERS**.

The second promises to defeat **JACK** — the dragon of his famous **JET-BOOTS** to his great **REACTION BEGINS**.

**LOADING: TYPE LOAD, PRESS PLAY, THEN PRESS RETURN.**

**SKILL LEVELS:** How joystick left/right to select **NOVICE**, **EXPERT**, or **EXPERT** skill levels.

**ZONE CHOICE:** How joystick left/right to select from **ZONE 1** to **ZONE 4** or **EXTENDED ZONE 4** (see details below).

**START:** Press the joystick button to commence play. (Use joystick port 2.)

**SKILL LEVELS: ZONE 1 — 3.**

**NOVICE:** Depth of each level is 13.3 of **NOVICE** or **EXPERT** settings. One extra life awarded for completion of each zone.

**EXPERT:** Same depth as **NOVICE**, but with more secret areas and floor hazards. Three extra lives awarded.

**SKILL LEVELS: ZONE 4**

**NOVICE:** Same depth as **NOVICE**, but with more secret areas and floor hazards. Three extra lives awarded.

**SKILL LEVELS: ZONE 5 — 8.**

**RESIDUAL GATES:** Same as **NOVICE**, but the gate turned off will expand and contract. — These must be touched under **EXPERT** level has the most **RESIDUAL** gates.

## GAME CONTROL: ZONE 1 — 3

Disable the ability by holding the power switches, jump the hero and fall down the hole!

Use joystick to move left, right, and bottom to jump.

**SCORES: ZONE 1 = 1000 points; ZONE 2 = 2000 points; ZONE 3 = 3000 points.**

**Bonus for time taken — Set top center of screen.**

## ZONE 4: WAKOURED HAVEN:

Use the elevator to change floors, and collect all the crystals to open the **WAKOURED** gate. To avoid being eaten by the **WAKOURED** you can use your **HIDE SPELL** to make them invisible.

**(HIDE SPELL: displayed top right of screen.) THE ORACLE will appear — touch it to gain bonuses, lives or HIDE SPELLS.**

## JOYSTICK CONTROL:

Up and down controls the elevator you are standing on.

**SCORES: Score 75 for each crystal. THE ORACLE gives you 500, 750 or 1000 pts. Bonus awarded for time taken.**

**EXTENDED ZONE 4: HANGAR HAVEN with 16 SCREENS!**

Choose the option during zone choice and enjoy **HANGAR HAVEN**, a unique 16-screen game. **THE HANGAR HAVEN** is independent of all other zones of play.

## ZONE 5 — 8: THE HUCKER CHAMBERS

Locate the **SIX BELLS**, return to the castle (indicated by the **CRISTAL** on the **WAKOURED** gate) the deadly poison — acid and crocodiles — cross the water. Bridge the power switch and touch the **WAKOURED** to return to the **WAKOURED**.

**SCORES: Every 1000 points you have to jump power switches to open the passage ways, collect the **WAKOURED** to return to the **WAKOURED**.**

**JET-BOOTS** — don't stand still for too long, or eat!

## JOYSTICK CONTROL:

Up and down controls the elevator **JET-BOOT JACK** is standing on.

Press the buttons to avoid low ceilings, etc. etc.

## SCORES:

**NOVICE 250 — 750 — 1000 pts**

**SWITCHES 250 — 500 — 750 pts (Controlled by skill level)**

**RENTS 250 — 500 — 750 pts (Controlled by skill level)**

**BELLS 750 — 1000 — 1250 pts (Controlled by skill level)**

**5000 pts COMPLETION BONUS**

3 — 4 awards may be earned (indicated by flicking heart)

**DEMO MODE:** The **SPACE BAR** starts the demo mode — press again (or the button to return to normal play).

**PAUSE:** During play, press **SPACE BAR** to pause.

Then re-continue play. In **ZONE 5 — 8**, the number of **BELLS** collected will be shown if paused mode.

**1 RUN STOP/RESTART HITS:** Return game to normal play.

## HITS ON PLAY:

— **LIFE SAVER:** At top of screen if decreased to time goes on, don't die!

— **ON ZONE 5 — 8:** the hybrid at the top of the screen indicates when all **BELLS** are collected — wait for it!

— **THE ORACLE:** In the top right corner, a small icon of a man.

— **ON ZONE 5 — 8:** the time left to play is shown in the top right corner.

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